

Intermediate to Senior Software Developer or Engineer

The selected candidate will be part of the development team and work on the development of a character animation rendering system powered by motion analysis data. This motion analysis system will provide inertial measurement viewing and analysis capabilities. The candidate will be designing, implementing and integrating the 3D rendering of the target motion.

Required skills & qualifications

- University degree in a relevant domain (Computer Science, Software Engineering, Mathematics)
- C++ Experience
- 3D real time animation or imaging applications experience
- OpenGL related experience

Desirable skills & qualifications

- Familiarity with OpenSceneGraph or similar toolkits
- IK/FK (inverse and forward kinematics) experience
- Knowledge of shaders (GLSL, etc.)
- Experience with character animation
- Physics engines experience
- Knowledge in rigid bodies dynamics

Other skills & qualifications

- A minor in Human Factors, Robotics, and Biomechanics is a plus.
- Experience in robotics and/or biomechanics, motion analysis

Personal skills & qualifications

- Independent problem solving skills
- Attention to detail and a positive attitude
- Excellent communication skills
- Language skills: French oral, English written and oral

Only those selected for an interview will be contacted.

Please submit your resume by email to admin@nexgenergo.com